

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings of claims in the application:

**Listing of Claims:**

1. (canceled).

2. (currently amended) A method of streaming video/audio data through a network between a server and a client, the method comprising:

a video/audio transmitting step of, in case that the server transmits a video/audio file to the client, converting compressed video/audio data to be transmitted into intermediate data and duplicating the intermediate data into a packet to transmit it to the client; and

in case that the client processes the intermediate data transmitted through the network, an intermediate data receiving step of

a) analyzing the received packet, when the analyzed result corresponds to a video intermediate data packet, reconstructing the original video data from the video intermediate data duplicated into the packet and then outputting it, and

b) when the received packet corresponds to an audio intermediate data packet, converting the audio intermediate data duplicated into the packet into analog voice data and outputting it, ~~The method as claimed in claim 1,~~

wherein the video/audio transmitting step comprises:

a first step of, in case that the server transmits the video/audio file to the client, confirming by the server if the compressed file is an audio file, and confirming if the transmission form of the file corresponds to pulse code modulation (PCM) transmission when the file is the audio file;

a second step of converting the audio file to be transmitted into PCM data in case of the PCM transmission;

a third step of converting the audio file to be transmitted into adaptive differential pulse code modulation (ADPCM) data when it is confirmed that its transmission form does not correspond to PCM transmission;

a fourth step of, when the compressed file corresponds to a video file, confirming if its transmission form corresponds to DC transmission;

a fifth step of converting the compressed video file into discrete cosine (DC) data in case of the DC transmission;

a sixth step of converting the compressed video file into YUV data when it is confirmed that its transmission form does not correspond to DC transmission, the YUV data being video signal component data; and

a seventh step of transmitting the converted audio/video intermediate data to the network.

3. (original) The method as claimed in claim 2, wherein the seventh step comprises the steps of:

in case that there is intermediate data to be transmitted to the network, confirming the type of the intermediate data, generating an ADPCM packet header when the intermediate data to be transmitted is ADPCM data, and duplicating a predetermined amount of ADPCM data into the packet generated;

generating a PCM packet header when the intermediate data to be transmitted corresponds to PCM data;

duplicating a predetermined amount of PCM data into the packet having the generated PCM header;

generating a DC packet header when the intermediate data to be transmitted is DC data, and duplicating a predetermined amount of DC data into the packet having the generated DC header;

generating a YUV packet header when the intermediate data to be transmitted is YUV data;

duplicating a predetermined amount of YUV data into the packet having the generated YUV header; and

transmitting the packet into which the intermediate data is duplicated to the network.

4. (currently amended) The method as claimed in claim ~~1~~ or 2, wherein the intermediate data corresponds to, in case of video data, DC data obtained by variable-length-demodulating compressed video data and transforming the variable-length-demodulated video data into a frequency range to inverse-quantize it, or to ~~;~~ YUV data obtained by inverse-discrete-cosine-transforming the DC data to convert it into a YUV value,

wherein ~~;~~ and, in case of audio data, the intermediate data corresponds to PCM data ~~and or~~ ADPCM data.

5. (currently amended) A method of streaming video/audio data through a network between a server and a client, the method comprising:

a video/audio transmitting step of, in case that the server transmits a video/audio file to the client, converting compressed video/audio data to be transmitted into intermediate data and duplicating the intermediate data into a packet to transmit it to the client; and

in case that the client processes the intermediate data transmitted through the network, an intermediate data receiving step of

a) analyzing the received packet, when the analyzed result corresponds to a video intermediate data packet, reconstructing the original video data from the video intermediate data duplicated into the packet and then outputting it, and

b) when the received packet corresponds to an audio intermediate data packet, converting the audio intermediate data duplicated into the packet into analog voice data and outputting it. ~~The method as claimed in claim 1,~~

wherein the procedure performed at the client side comprises:

a first step of analyzing the header of a packet received through the network;

a second step of inverse-discrete-cosine-transforming the video intermediate data when the received packet is a DC packet;

a third step of reconstructing sub-sampled data when the received packet is a YUV packet;

a fourth step of converting the reconstructed data into RGB signals;

a fifth step of scaling the RGB signals;

a sixth step of displaying the scaled video signals on a picture;

a seventh step of, when the received packet is an ADPCM packet,  
converting the received ADPCM intermediate data into PCM data;  
an eighth step of converting the PCM data converted or, when the received packet  
is a PCM packet, corresponding PCM data into an analog voice signal; and  
a ninth step of outputting the analog voice signal through a speaker.

6. (new) A method of streaming video/audio data through a network  
between a server and a client, the method comprising:

a video/audio transmitting step of, in case that the server transmits a video/audio  
file to the client, converting compressed video/audio data to be transmitted into intermediate data  
and duplicating the intermediate data into a packet to transmit it to the client; and

in case that the client processes the intermediate data transmitted through the  
network, an intermediate data receiving step of

a) analyzing the received packet, when the analyzed result corresponds to a video  
intermediate data packet, reconstructing the original video data from the video intermediate data  
duplicated into the packet and then outputting it, and

b) when the received packet corresponds to an audio intermediate data packet,  
converting the audio intermediate data duplicated into the packet into analog voice data and  
outputting it,

wherein the intermediate data corresponds to, in case of video data, DC data  
obtained by variable-length-demodulating compressed video data and transforming the variable-  
length-demodulated video data into a frequency range to inverse-quantize it, or to YUV data  
obtained by inverse-discrete-cosine-transforming the DC data to convert it into a YUV value,

wherein the intermediate data corresponds to PCM data or ADPCM data in case  
of audio data.